NAME: Prudence Halliwell PLAYER:

VALUE	CHAR	COST	BASE	PTS
8	Strength	x1	10	-2
14	Dexterity	/ x3	10	12
13				6
9	Body	x2	10	-2
13	Intellige	ence x1	10	3
14		x2		-2 3 8
20	Presence	x1	10	10
20	Comelines	ss x1/2	2 10	5
6	Physical	Defex1	2 3	4
6	Energy De	efensx1	3	3
4	Speed	x10	2.4	
5	Recovery	x2	5	0
	Endurance		2 26	0
20	Stun	x1	20	0
Cl	naracteris	stics Co	st:	63
CTD D	oll: 11-	Dun		6"
	oll: 12-	Run Swim		2"
	oll: 12-	Jump		2"
INI KO		ս այլք		۷

Experience: 0

EGO Roll: 12-

PER Roll: 12-

DISADVANTAGES DNPC, "Innocents in	n 15
danger", normal, ap Distinctive, "Adept concealable, minor	",easily 5
Distinctive, "Hot k	babe", 5
easily concealabl Hunted, "Demons and warlocks", as power	d 20 erful,
non-combat influe harsh,appear 11- Normal Stats Physical Lim, "Can' her powers for se personal gain",	20 't use 10
infrequently, great Psych Lim, "Devoted career", uncommon,	d to her 5
Psych Lim, "Bitch",	
moderate Psych Lim, "Code vs killing (humans)' strong	
Psych Lim, "Loves h sisters", common, s	
Rep, "Charmed One", Secret ID, "Witch" Watched, "Whiteligh powerful, non-comb influence, mild, ag	occur 8- 5 15 nters",as 10 oat



PTS	S POWERS E	END
3	Mental Awareness	
_	8 Mental Defense	
56	MP (Magic) (70), "Move",Concentrate	
	(-1/4)	
бu	15 OCV Missile	
	Deflection, deflect all attacks, reflect at any	
	target	
4u	25 STR TK, affects all parts, 0 END(+1/2)	Λ
4u	19 STR TK, fine	U
	manipulation,affects	

	manipulation, allects
	all parts, 0 $END(+1/2)$
3u	10" Teleport,x1K
	Increased Range, Leaves
	vulnerable body
	behind(-1/2),Cannot
	use other powers until
	she returns(-1/2),
	Every other teleport
	must return to
	previous location

(-1/2) 5 5 Power Defense 53 VPP (40), Incantation (-1/4) , Concentrate(-1/4)==Skills==

3 Acting 13-

3 Acrobatics 12-3 Breakfall 12-

3 Deduction 12-

1 KS: Akido 8-3 KS: Demons & Warlocks

12-,(INT based)
4 KS: Magic 13-,(INT based)

2 Lang: Latin, literacy 8 1 Levels, all combat

4 Martial Dodge 3 Martial Throw

2 PS: Auction Appraiser 12-

2 PS: Photographer 11-

3 Seduction 13-

3 Tactics 12-

1 WF, Pistols

Base OCV: 5 Base DCV: 5 Adjustment + Adjustment + Final OCV = Final DCV =

Maneuver	Phase	OCV	DCV	Effect
Block	1/2	+0	+0	stops attack
Brace	0	+2	1/2	+2 vs RMod
Disarm	1/2	-2	+0	STR vs STR
Dodge	1/2	+0	+3	all attacks
Grab	1/2	-1	-2	grab, do STR
Haymaker	1/2	+0	-5	x1 1/2 STR
Move By	1/2	-2	-2	STR/2 + v/5
Move Through	1/2	-v/5	-3	STR + v/3
Set	1	+1	+0	
Martial Dodge	1/2	+0	+5	
Martial Throw	1/2	+0	+1	$1 \frac{1}{2}D6 + \frac{v}{5}$

	Rang	<4	<8	<16	<32	<64	<128
_	RMod	-0	-2	-4	-6	-8	-10
U							

	DEX:	14	S	PD:		4		EC	Λ :		5
0	Phases	5 -	- 3		- 6	-	-	9	-	-	12
	PD/rPI)	6/	0	ED/	rE	D		6/		0
	END:	26	ST	UN:	2	0	Ε	BOD	Y:		9

	3D6	Loc	StunX	NStun	BodyX	cv	Armor
	3-5	Head	x5	x2	x2	-8	
	6	Hands	x1	x1/2	x1/2	-6	
2	7-8	Arms	x2	x1/2	x1/2	-5	
	9	Shoulder	s x3	x1	x1	-5	
	10-11	Chest	x3	x1	x1	-3	
	12	Stomach	x4	x1 1/2	x1	-7	
	13	Vitals	x4	x1 1/2	x2	-8	
	14	Thighs	x2	x1	x1	-4	
	15-16	Legs	x2	x1/2	x1/2	-6	
	17-18	Feet	x1	x1/2	x1/2	-8	

NOTES

Name: Prudence Halliwell Species: Human witch Gender: Female

Team: The Charmed Ones



Disadvantages Total : Experience Spent + 150 0 250 Total Points =

187 : Powers Total

63 + Characteristic Total

250 = Total Cost